

## CLAIMS

1. A gaming system comprising:

a plurality of gaming machines each of which include  
special game initiation device for initiating a  
special game in which the player is given an advantage in  
comparison with a basic game, and

game value providing device for providing a player  
with a game value; and

a management server which is connected to said plurality  
of gaming machines via communication device, and which has a  
function of centrally managing the amount of the game value  
paid out from each of said gaming machines,

wherein each of said plurality of gaming machines  
includes

special game information transmitting device for  
transmitting special game information to said management  
server, which notifies said management server that a special  
game has been initiated by said special game initiation device,  
and

special game participation information transmitting  
device for transmitting special game participation information  
to said management server, which notifies said management  
server of the participation in said special game,

and wherein said management server includes

special game information receiving device for  
receiving said special game information transmitted by said

special game information transmitting device,

special game initiation information transmitting device for transmitting special game initiation information to the gaming machines other than the gaming machine where said special game has been initiated, which notifies the gaming machines of the initiation of the special game,

special game participation information receiving device for receiving said special game participation information from said plurality of gaming machines, and

game value providing command transmitting device for transmitting a command to said gaming machines, which instructs said game value providing device to provide the players with game values corresponding to the results of said special game.

2. A gaming system according to Claim 1, wherein said game value providing command transmitting device of said management server transmits a command, which instructs said game value providing device to provide a game value, to each of said plurality of gaming machines, such that there is difference in said game value, provided by said game value providing device, between the gaming machine that has transmitted the special game information via said special game information transmitting device and the other gaming machines that have not transmitted said special game information.

3. A gaming system according to Claim 1 or Claim 2, wherein

said game value providing command transmitting device of said management server transmits a command, which instructs said game value providing device to provide a game value, to each of said plurality of gaming machines, such that said game value providing device provides game values corresponding to the results of said special game.

4. A management server which is connected to plurality of gaming machines, each of which includes special game initiation device for initiating a special game in which a player is given an advantage in comparison with a basic game, and game value providing device for providing players with game values, via communication device, and which has a function of centrally managing the amount of the game value paid out from each of said gaming machines, said management server comprising:

special game information receiving device for receiving special game information from at least one of said plurality of gaming machines, which notifies said management server of the initiation of said special game;

special game initiation information transmitting device for transmitting special game initiation information to the gaming machines other than the gaming machine that has transmitted said special game information, which notifies the gaming machines of the initiation of said special game;

special game participation information receiving device for receiving special game participation information from said

plurality of gaming machines, which notifies said management server of the participation in said special game; and

game value providing command transmitting device for transmitting a command to said gaming machines, which instructs said game value providing device to provide the players with game values corresponding to the results of said special game.

5. A management server according to Claim 4, wherein said game value providing command transmitting device transmits a command, which instructs said game value providing device to provide a game value, to each of said plurality of gaming machines, such that there is difference in said game value, provided by said game value providing device, between at least one gaming machine of said plurality of gaming machines and the other gaming machines.

6. A management server according to Claim 4 or Claim 5, wherein said game value providing command transmitting device transmits a command, which instructs said game value providing device to provide a game value, to each of said plurality of gaming machines, such that said game value providing device provide game values corresponding to the results of said special game.

7. A gaming machine that includes special game initiation device for initiating a special game in which the player is

given an advantage in comparison with a basic game, and game value providing device for providing a player with a game value, and which is connected to a management server via communication device for centrally managing the amount of the game value paid out by said game value providing device, said gaming machine comprising:

special game initiation information receiving device for receiving special game initiation information from said management server, which notifies said gaming machine of the initiation of a special game;

special game participation transmitting device for transmitting special game participation information to said management server, which notifies said management server of the participation in said special game; and

game value providing command receiving device for receiving a command from said management server, which instructs said game value providing device to provide a game value.

8. A gaming machine according to Claim 7, further comprising special game information transmitting device for transmitting special game information to said management server through said communication device, which notifies said management server of the initiation of said special game,

wherein said game value providing command receiving device receive a command from said management server, which instructs said game value providing device to provide game

values that differ in amount between cases in which the special game information has been transmitted through said special game information transmitting device and cases in which the special game information has not been transmitted through said special game information transmitting device.

9. A gaming machine according to Claim 7 or Claim 8, wherein said game value providing command receiving device receive a command from said management server, which instructs said game value providing device to provide a game value corresponding to the results of said special game.

10. A gaming system comprising:

- a first gaming machine which provides a basic game and a special game in which a player is given an advantage in comparison with the basic game;

- a management server having a function of transmission/reception of information to and from said first gaming machine; and

- a second gaming machine having a function of transmission/reception of information to and from said management server,

- wherein, in cases in which said special game is triggered in said basic game in said first gaming machine, said first gaming machine transmits special game information to said management server, which notifies said management server of the initiation of said special game,

and wherein, upon reception of said special game information, said management server creates special game participation selection information based upon said special game information, and transmit said special game participation selection information to said second gaming machine,

and wherein said second gaming machine provides the player at said second gaming machine with said special game participation selection information,

and wherein, upon the player at said second gaming machine inputting participation selection input data, said second gaming machine creates special game participation information based upon said participation selection input data, and transmits said special game participation information to said management server,

and wherein said management server transmits a start command for said special game to said first gaming machine and said second gaming machine according to said special game participation information,

and wherein said management server transmits progress information to said first and second gaming machines during the progress of said special game while receiving input data from the players at said first gaming machine and/or the player at said second gaming machine, in order to advance said special game,

and wherein said management server creates command information based upon the results of said special game and transmits said command information to said first and second

gaming machines, which instructs said first gaming machine and/or said second gaming machine to provide each player with a corresponding game value.

11. A gaming system according to Claim 10, further comprising a third gaming machine having a function of transmission/reception of information to and from said management server,

wherein, in cases in which said management server has not received said special game participation information from said third gaming machine in a predetermined period of time after said management server has transmitted said special game participation selection information to said third gaming machine, said management server does not transmit information for said special game to said third gaming machine.

12. A gaming system according to Claim 10 or Claim 11, wherein said management server transmits said command information to said first gaming machine and/or said second gaming machine, so as to provide the players at said first gaming machine and said second gaming machine with different game values.

13. A management server having a function of transmission/reception of information to and from a first gaming machine and a second gaming machine each of which provides a basic game and a special game in which a player is



given an advantage in comparison with the basic game,

wherein said management server receives special game information transmitted from said first gaming machine, which notifies said management server of the initiation of said special game, creates special game participation selection information based upon said special game information, and transmits said special game participation selection information to said second gaming machine,

and wherein, in cases in which said second gaming machine has created special game participation information based upon participation selection input data input by the player, said management server receives said special game participation information from said second gaming machine, and transmits a start command for said special game to each of said first and second gaming machine,

and wherein said management server transmits progress information to said first and second gaming machines during the progress of said special game while receiving input data from the player at said first gaming machine and/or the player at said second gaming machine, in order to advance said special game,

and wherein said management server creates command information based upon the results of said special game and transmits said command information to said first and second gaming machines, which instructs said first gaming machine and/or said second gaming machine to provide each player with a corresponding game value.

14. A management server according to Claim 13, having a function of transmission/reception of information to and from a third gaming machine,

wherein, in cases in which said management server has not received said special game participation information from said third gaming machine in a predetermined period of time after said management server has transmitted said special game participation selection information to said third gaming machine, said management server does not transmit information for said special game to said third gaming machine.

15. A management server according to Claim 13 or Claim 14, wherein said management server transmits said command information to said first gaming machine and/or said second gaming machine, so as to provide different game values to the players at said first gaming machine and said second gaming machine.

16. A first gaming machine which comprises a display for displaying information regarding a game, a receiver that allows a player to input data for starting a game, and a control device for controlling the progress of the game, and which provides a basic game and a special game in which the player is given an advantage in comparison with the basic game,

wherein said first gaming machine has a function of transmission/reception of information to and from a second

gaming machine,

wherein, in cases in which the game stage being executed by said first gaming machine has switched from said basic game stage to said special-game stage, said first gaming machine creates special game participation selection information based upon special game information which is a notification that said special game is to be initiated, and transmits said special game participation selection information to said second gaming machine,

and wherein said second gaming machine provides said special game participation selection information to the player at said second gaming machine, creates special game participation information based upon participation selection input data input by the player at said second gaming machine, and transmits said special game participation information to said first gaming machine,

and wherein said first gaming machine creates a start command for said special game based upon said special game participation information, which instructs said first gaming machine to start said special game, and which is transmitted to said second gaming machine,

and wherein said first gaming machine transmits progress information to said second gaming machine during the progress of said special game while receiving the input data input by the players at said first gaming machine and/or said second gaming machine directly or through said second gaming machine, in order to advance said special game,

and wherein said first gaming machine creates command information based upon the results of said special game and transmits said command information to second gaming machine, which instructs said first gaming machine and/or said second gaming machine to provide each player with a corresponding game value.

17. A second gaming machine which comprises a display for displaying information regarding a game, a receiver that allows a player to input data, and a control device for controlling the progress of the game, and which has a function of providing a special game in which the player is given an advantage in comparison with a basic game,

wherein said second gaming machine has a function of transmission/reception of information to and from a first gaming machine having a function of transmitting special game participation selection information based upon special game information that notifies said second gaming machine of the initiation of said special game,

and wherein said second gaming machine provides said special game participation selection information to the player at said second gaming machine, creates special game participation information based upon participation selection input data input by the player at said second gaming machine, and transmits said special game participation information to said first gaming machine,

and wherein said second gaming machine receives a start

command for said special game transmitted from said first gaming machine,

and wherein said second gaming machine receives the progress information from said first gaming machine during the progress of said special game while receiving the input data input by the player at said second gaming machine, in order to advance said special game,

and wherein said second gaming machine receives command information corresponding to the results of said special game from said first gaming machine, which instructs said second gaming machine to provide a corresponding game value to the player at said second gaming machine.

18. A network gaming machine system comprising:

a first gaming machine which comprises a display for displaying information regarding a game, a receiver that allows a player to input data for starting a game, and a control device for controlling the progress of the game, and which provides a basic game and a special game in which the player is given an advantage in comparison with the basic game;

a network to which said first gaming machine is connected; and

a second gaming machine which is connected to said network, and can be connected to said first gaming machine via said network,

wherein said second gaming machine comprises a display

for displaying the information regarding the game, a receiver that allows a player to input data for starting a game, and a control device for controlling the progress of the game, and which has a function of providing a basic game and a special game in which the player is given an advantage in comparison with the basic game,

wherein, in cases in which the game stage being executed by said first gaming machine has switched from said basic game stage to said special-game stage, said first gaming machine creates special game participation selection information based upon special game information, which is a notice that said special game is to be initiated, and transmits said special game participation selection information to said second gaming machine,

and wherein said second gaming machine provides said special game participation selection information to the player at said second gaming machine, creates special game participation information based upon participation selection input data input by the player at said second gaming machine, and transmits said special game participation information to said first gaming machine,

and wherein said first gaming machine creates a start command for said special game based upon said special game participation information, which instructs said first gaming machine to start said special game, and which is transmitted to said second gaming machine,

and wherein said first gaming machine transmits progress

information to said second gaming machine during the progress of said special game while receiving the input data input by the players at said first gaming machine and/or said second gaming machine directly or through said second gaming machine, in order to advance said special game,

and wherein said first gaming machine creates command information based upon the results of said special game and transmits said command information to second gaming machine, which instructs said first gaming machine and/or said second gaming machine to provide each player with a corresponding game value.